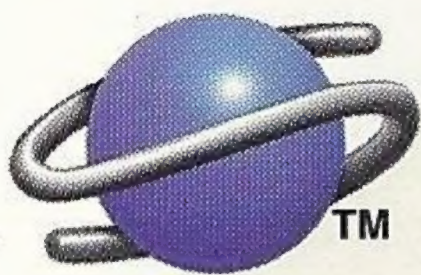


SEGA®



TM

SEGA SATURN

81042

# VIRTUAL

## CYBER TROOPERS

TM





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## WARNINGS

### READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

#### **EPILEPSY WARNING**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

#### **PROJECTION TELEVISION WARNING**

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

#### **SEGA SATURN VIDEO GAME USE**

This CD-ROM can only be used with the Sega Saturn system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by Sega for home play on the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

#### **HANDLING YOUR COMPACT DISC**

- ☐ The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn system.
- ☐ Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ☐ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ☐ Always store the disc in its protective case.

#### **ESRB RATING**

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at **1-800-771-3772**.

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## THE VIRTUAL CENTURY HAS BEGUN

The world is under new management. It is the age of economic feudalism; governments have been privatized, multinational conglomerates have carved the world into enterprise zones and sprawling business entities stretch their tentacles into every sector of public and private life.

### V.C. 0084

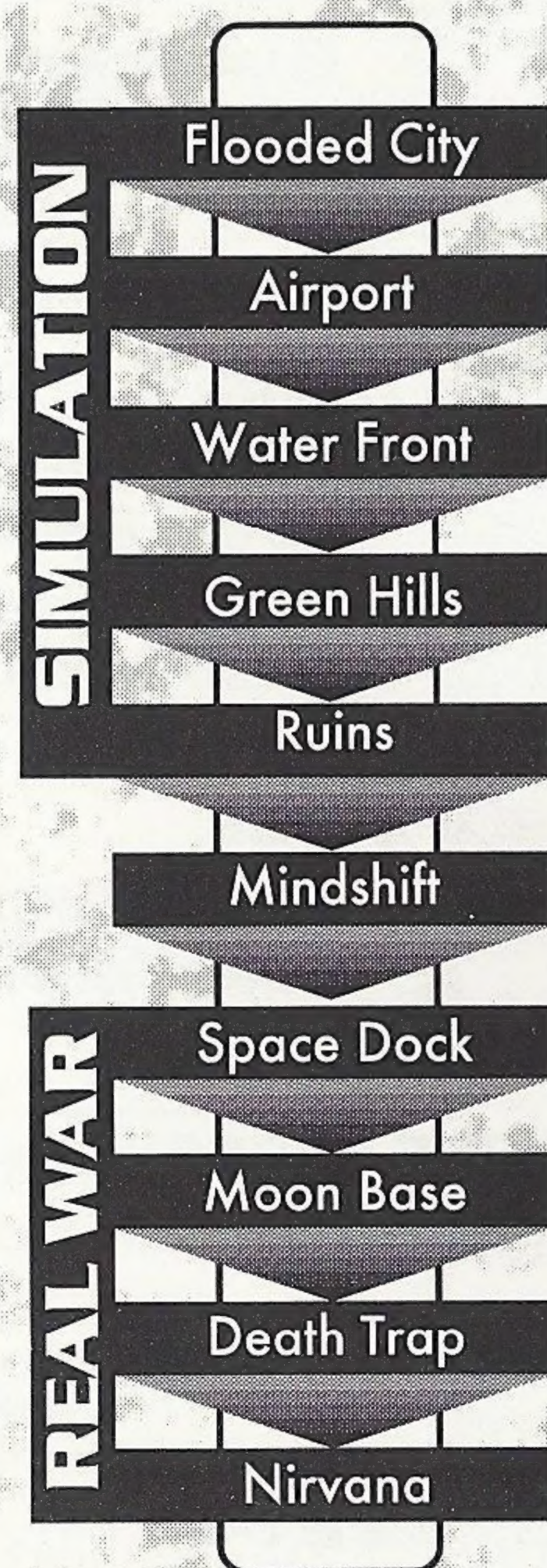
The delicate balance of power maintained by the rival trade consortiums was thrown awry when a lunar-core mining survey commissioned by the DN Group uncovered an extensive ruined outpost of incredible complexity and indeterminate age beneath the desolate surface of earth's moon.

The DN Group appropriated esoteric machinery from the lunar ruins and implemented a revolutionary R&D program under the tightest security blanket — OT (OverTechnology) Systems. Years of secret research culminated in the development and release of a new line of neurally-directed combat droids with battleground precision and attack capabilities far beyond any mechanized warriors produced by the competition.

OT Systems gave DN Group a total monopoly, cementing its dominance of the world economy. But, more disturbingly, the internal security programs of the lunar base were accidentally re-armed by DN Group technicians, unleashing virtual pandemonium on the surface of the moon. "Operation Moongate" was initiated to shut down the base before the chaos could extend to earth.

### V.C. 00 a. 0 (Present Day)

The battle for control of the moon is underway, with OT Systems combat machines arrayed against the formidable remnants of the lunar complex defense forces. The DN Group forces have numerical superiority, but are being tactically outclassed by the experienced droids defending the base. In a desperate effort to recruit talented virtual pilots, the DN Military Support Division has opened a Test and Training program designed to cultivate maximum combat skills in the shortest possible time. As one of thousands of test candidates, you must prove yourself in simulation warfare against increasingly powerful DN test droids before qualifying for the *Mindshift* into real-time combat in the lunar theater.





## STARTING THE SEGA SATURN™

1. Set up your Sega Saturn system by following the instructions in the Sega Saturn Instruction Manual. Plug in a Control Pad or Sega Twin Stick (sold separately) into Control Port 1. For two-player games, plug in a Control Pad or Sega Twin Stick into Control Port 2.

**Note:** *Virtual On™* is for one or two players.

2. Place the *Virtual On* disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo appears on-screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress, or the game ends, press the Reset Button on the Sega Saturn console to reload *Virtual On*.

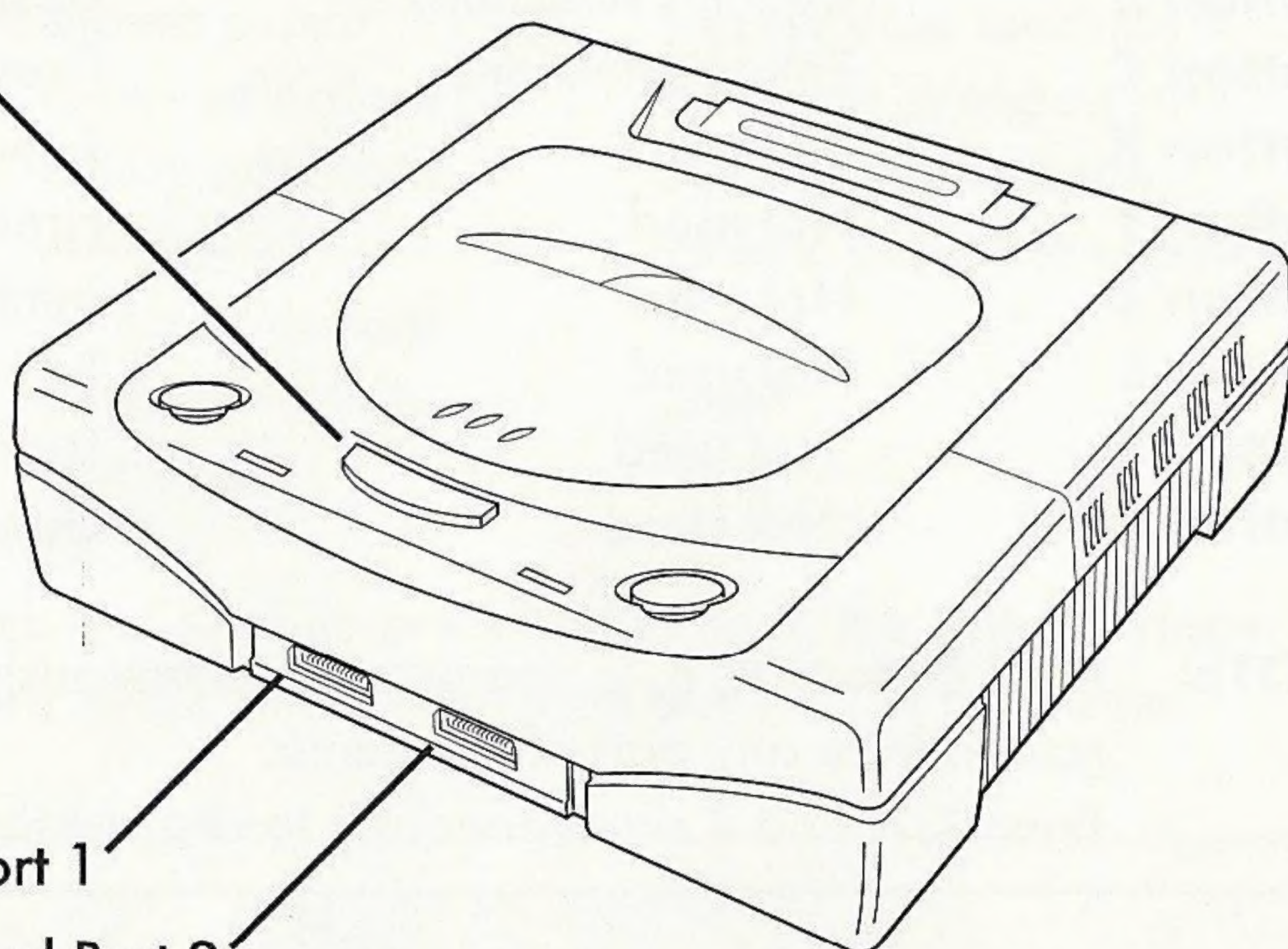
**Important:** Your Sega Saturn compact disc contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

SEGA SATURN

Open CD door

Control Port 1

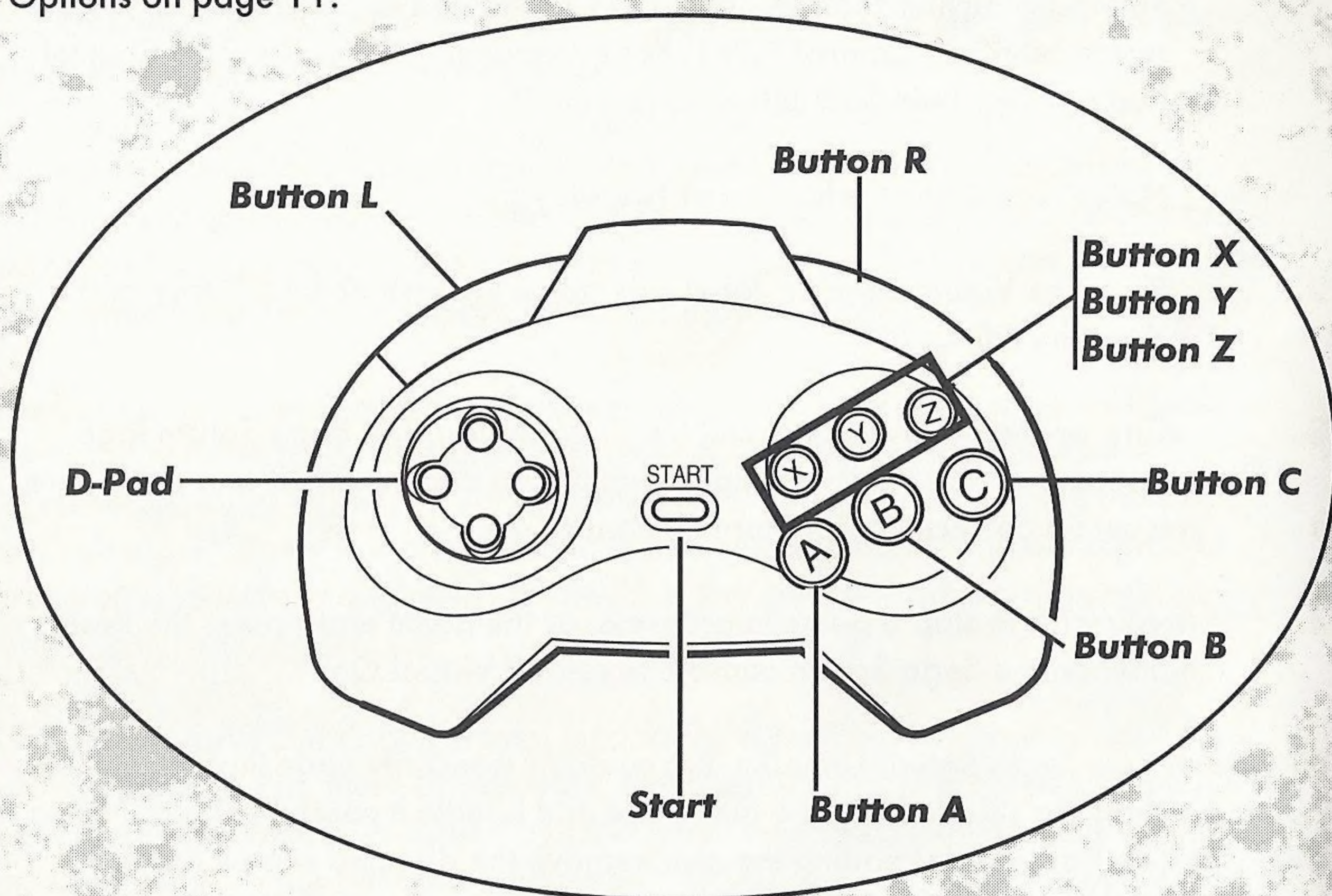
Control Port 2





## CONTROLS

The commands shown are for the default setting Control Pad Type A. For information on how to re-configure Control Pad functions, see the Key Config section of Options on page 11.



BUTTON	PRE-GAME SCREENS	GAMEPLAY
<b>Start</b>	Starts the game	Pauses/Restarts game
<b>D-Pad</b>	Moves the cursor	Moves your machine
<b>Button A</b>	Enters selections	Fires Left Weapon
<b>Button B</b>	Cancels selections	Dash
<b>Button C</b>	Enters selections	Fires Right Weapon
<b>Button X</b>	Not used	Jump
<b>Button Y</b>	Not used	Fires 2 Center Weapons
<b>Button Z</b>	Not used	Jump
<b>Button L</b>	Not used	Turn Left
<b>Button R</b>	Not used	Turn Right
<b>Button L + R</b>	Not Used	Guard

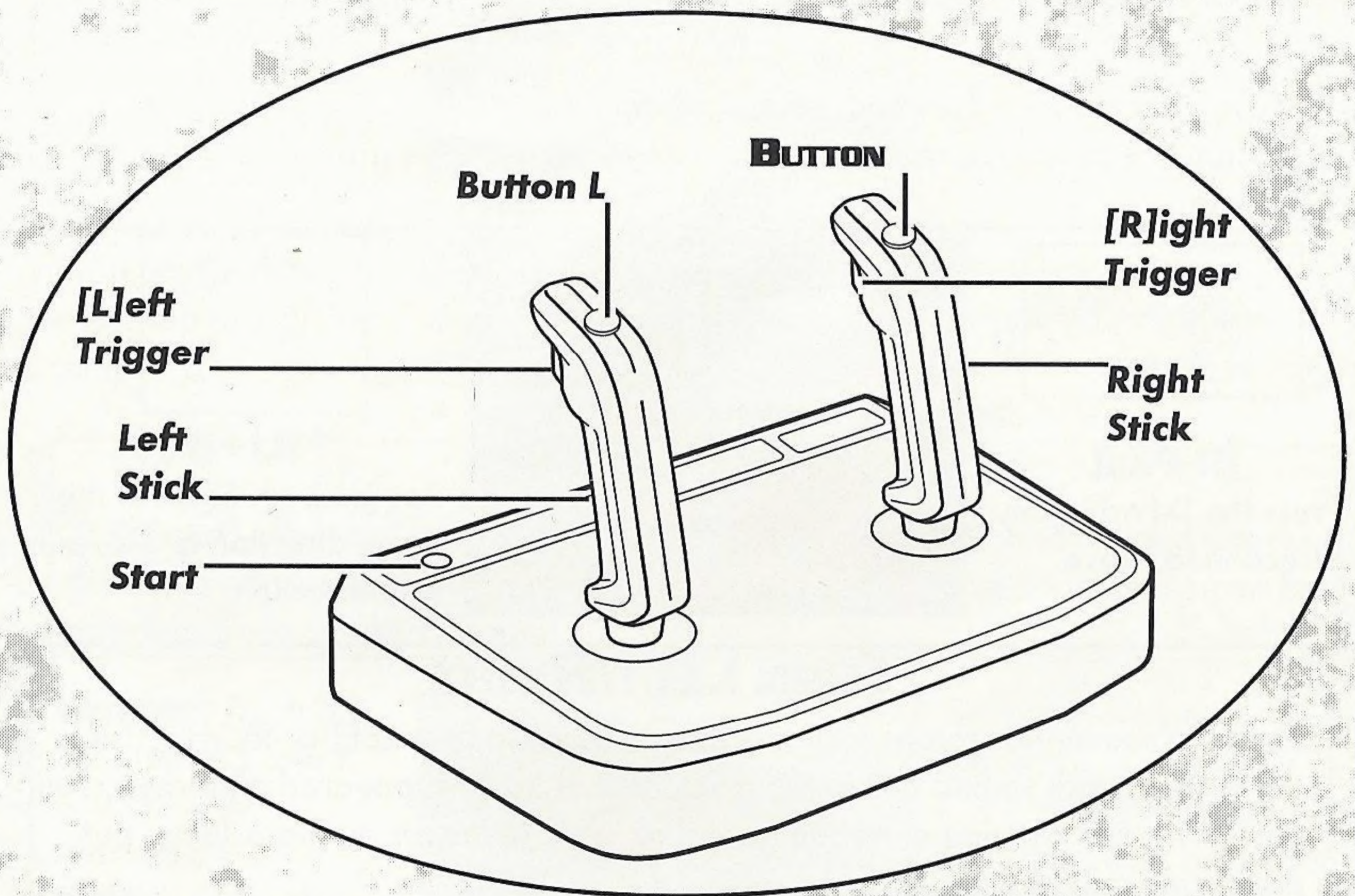
**NOTE:** Press Buttons A, B, C and Start simultaneously to return to the Title screen from any part of the game.  
Press X, Y and Z simultaneously to change the view during gameplay



# VIRTUAL ON

## CONTROLS

All the commands shown are for the Stick configuration of the Key Config section of Options (see page 11). Before playing *Virtual On* using the Twin Stick (sold separately), be sure that the controls are set to the Stick configuration.



### BUTTON

### PRE-GAME SCREENS

### GAMEPLAY

#### Start

Starts the game  
Enters selections

Pauses game  
Restarts game

#### Left/Right Stick

Moves cursor

Moves your machine

#### [L]eft Trigger

Enters selections

Fires Left Weapon

#### [R]ight Trigger

Enters selections

Fires Right Weapon

#### L+R Triggers

—————

Fires 2 Center Weapons

#### Button L

Enters selections

Dash

#### Button R

Enters selections

Dash

#### Pull Sticks Outward

Not Used

Jump

**NOTE:** Pull the Right Stick BACK while pressing Button R, the [R]ight Trigger and Start to return to the Title screen from any part of the game.

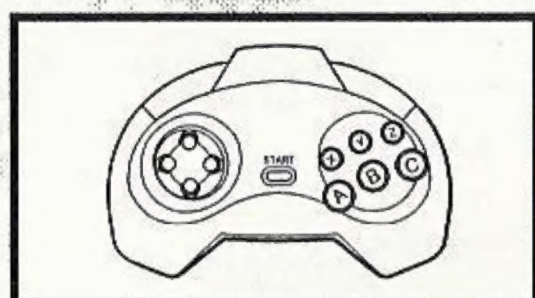


## COMMANDS

The commands shown on the left are for the default Control Pad Type A. The commands on the right are for the default Twin Stick configuration. For information on how to select and edit Control Types, see Key Config on page 11.

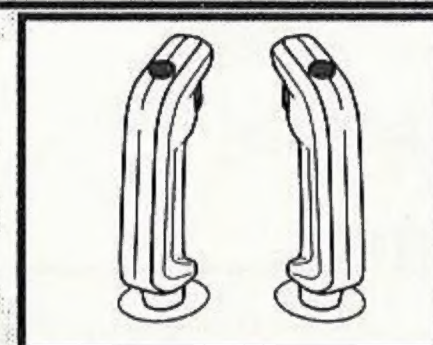
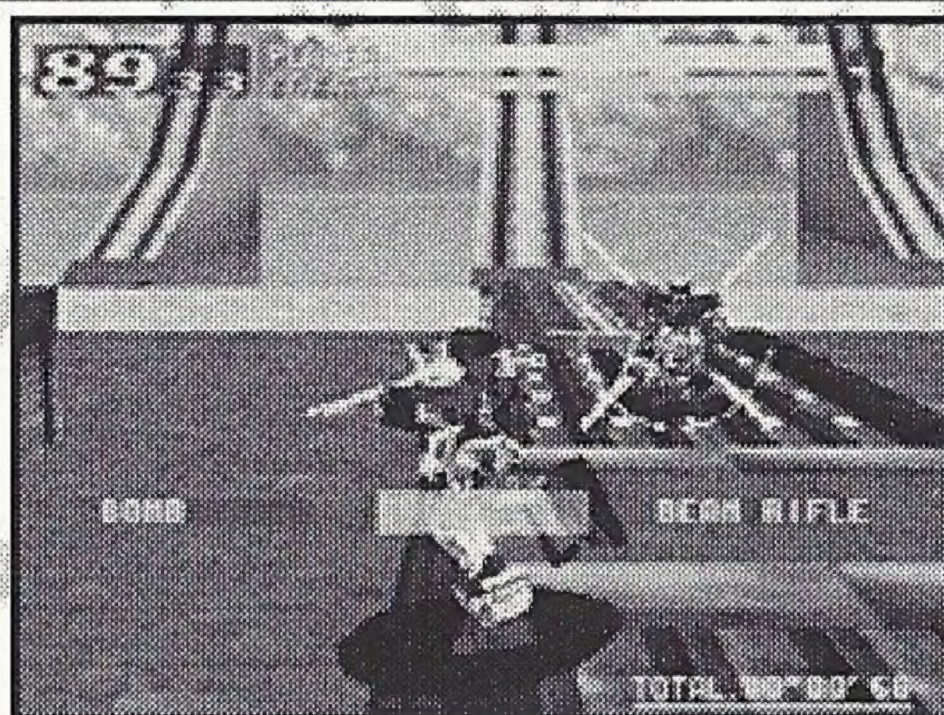
### MOVE

Move your machine forward, backward, to either side, or diagonally in a straight line at normal speed. You can Move while on the ground or airborne in a Jump.



#### [D-PAD]

Press the D-Pad in any direction to Move.



#### ↑ [L] + [R] ↑

Toggle both Sticks in the same direction to Move in that direction.

### TURN LEFT/RIGHT

The Turn commands rotate your machine in place to face LEFT or RIGHT. Use these commands to find an enemy machine that has disappeared off-screen. You can Turn while Moving at normal speed or while in the air during a Jump, but not during a Dash.

#### BUTTON L OR R

Press Button L to turn your machine to face LEFT, and Button R to face RIGHT.



#### ↓ [L] + [R] ↑

#### ↑ [L] + [R] ↓

Pull the Left Stick BACK while pressing the Right Stick FORWARD to Turn LEFT. Press the Left Stick FORWARD while pulling the Right Stick BACK to Turn RIGHT.

### DASH

The Dash command propels your machine at top speed in a straight line. You cannot change direction during a Dash.

#### [D-PAD] + BUTTON B

Press Button B while pressing the D-Pad in any direction to Dash in that direction. Press Button B while pressing the D-Pad in the opposite direction of the Dash to cancel the Dash command.



#### ↑ [L] + [R] ↑

Press either button while holding both Sticks in the same direction to Dash. Pull both Sticks BACK and press either button to cancel the Dash.



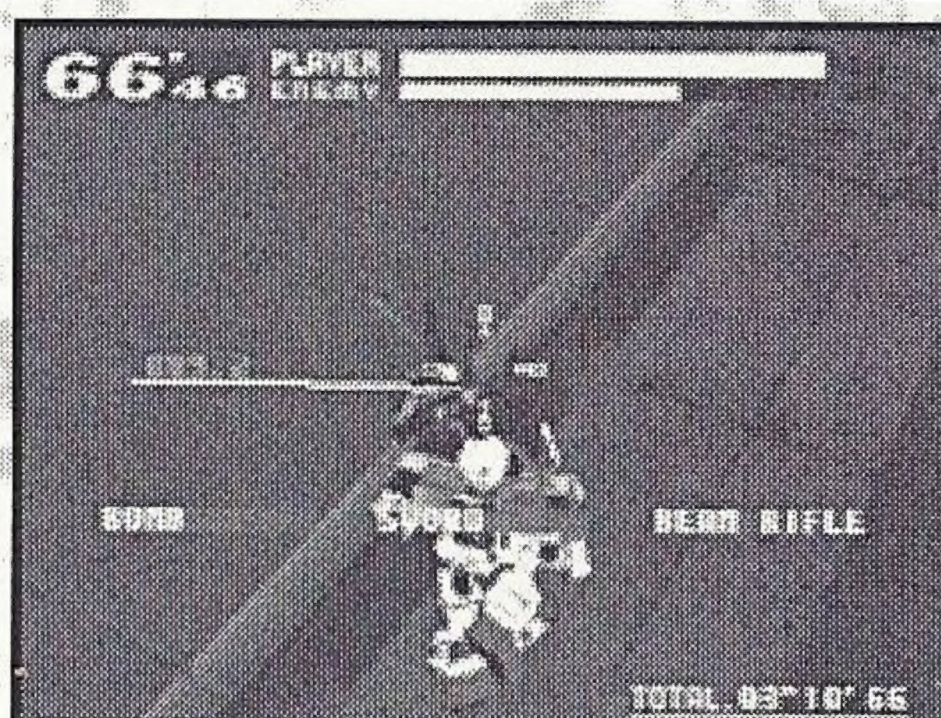
# VIRTUAL ON

## JUMP

Your machine automatically turns to face its opponent during a Jump, making this an important command in your tactical array. You can launch attacks and maneuver while airborne in a Jump.

### Button X or Z

Press Button X or Z to perform a Jump. Press Button L or R during the Jump to cancel, making your machine return to the ground facing the enemy.



### ←[L]+[R]→

Pull the Sticks away from each other to execute a Jump. To cancel a Jump and make your machine land facing in the opponent's direction, push the Sticks in toward each other.

## GUARD

The Guard command is only effective against close range hand-to-hand attacks. But those attacks can cause the most damage, so it's an important maneuver for effective close quarters combat.

### Buttons [L + R]

Press Buttons L and R simultaneously to perform the Guard command. You can launch counter-attacks while in the Guard position by firing any



of your machine's weapons.

### →[L]+[R]←

Push the Sticks in toward each other to Guard. Pull either trigger from the Guard position to launch

## ATTACKS

Each *Virtual On* machine has an array of weapons capable of striking at a distance and in close range fights. Attacks can be launched from the ground or while in the air during a Jump. The weapon output may change depending on the conditions it is fired under, and your machine's distance from the enemy.

Every machine has three weapons systems, controlled by different triggers or buttons, and each weapon has an on-screen gauge showing its current energy level. When the weapon runs out of energy, it cannot be used until it is recharged. There is also a computerized targeting system that displays on-screen when the enemy is locked in your sights. For more information on the Weapons Gauges and Sight, see the Screen Displays on pages 12-13.

### WEAPON LOCATION

Left-Hand Weapon  
2 Center Weapons  
Right-Hand Weapon

### CONTROL PAD

Button A  
Button Y  
Button C

### TWIN STICK

[L]eft Trigger  
[L]+[R] Triggers  
[R]ight Trigger

**NOTE:** The Left- and Right-Hand Weapons can be fired while moving, but the 2Center Weapons temporarily locks your machine's systems, immobilizing it.



# VIRTUAL ON



## ENTERING VIRTUAL ON

### FIRST TIME PLAY

The first time you load *Virtual On*, (and every time after you have cleared the data from your Sega Saturn internal RAM), the Control Device Select screen appears. Select the type of control device you wish to use when playing *Virtual On*. Press the D-Pad or Twin Stick LEFT or RIGHT to highlight a device and press the Start button to select. The selected device is automatically saved in the Saturn internal RAM and becomes the default setting every time you load *Virtual On*.

If you have control devices connected in both Control Ports the first time you load the game, you can set default values for each port.



### GAME START

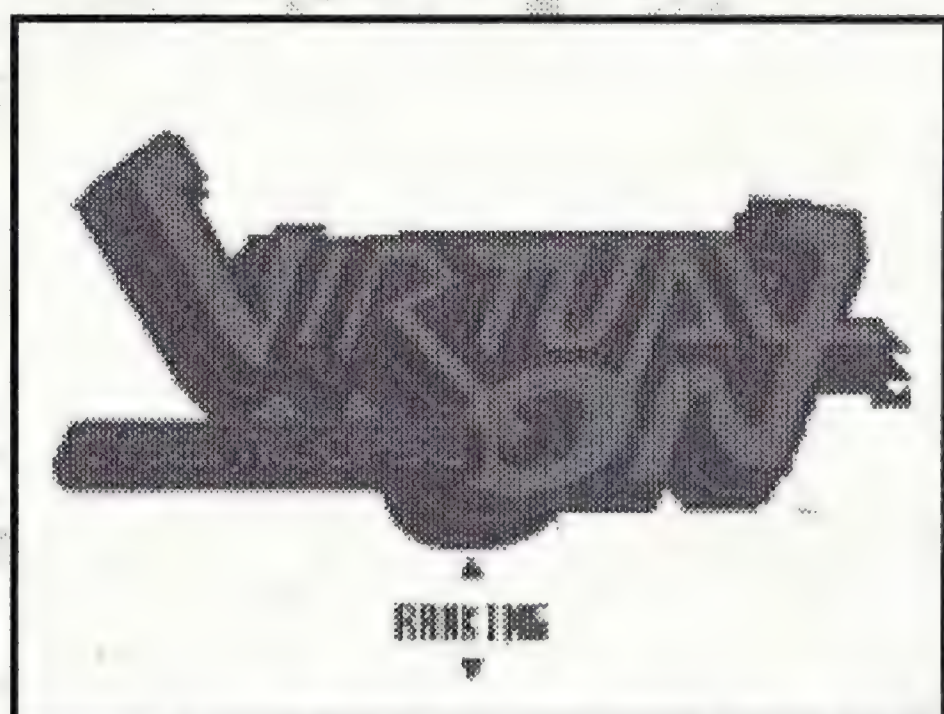
The Title screen appears following the Sega logo. Press Start to advance to the Mode Select screen or wait and watch the machine intros, commands demo, records screens and animated battle sequences that follow.





# VIRTUAL ON

## MODE SELECT



The Mode select screen appears when you press Start in the Title screen.

• Highlight modes	Control Pad Twin Stick	Press the D-Pad UP/DOWN Toggle either Stick FORWARD/BACK
• Enter selections	Control Pad Twin Stick:	Press Button A, C or Start Press any trigger or button
• Return to Title screen	Control Pad Twin Stick:	Press Button B Not available

### ARCADE MODE

Arcade Mode is a one-player game that takes you through five rigorous simulation stages before throwing you into the heat of live combat.

### VERSUS MODE

Versus Mode (for two players) allows you to test your battle skills against another human virtual pilot. Versus Mode can only be accessed when devices are connected to both Control Ports.

### RANKING MODE

Ranking Mode rates your performance in simulated combat in stage-by-stage or single stage battles. (See pages 16-17)

### REPLAY MODE

Replay Mode features video records of previous *Virtual On* battles (See pages 17-18).

### RECORDS

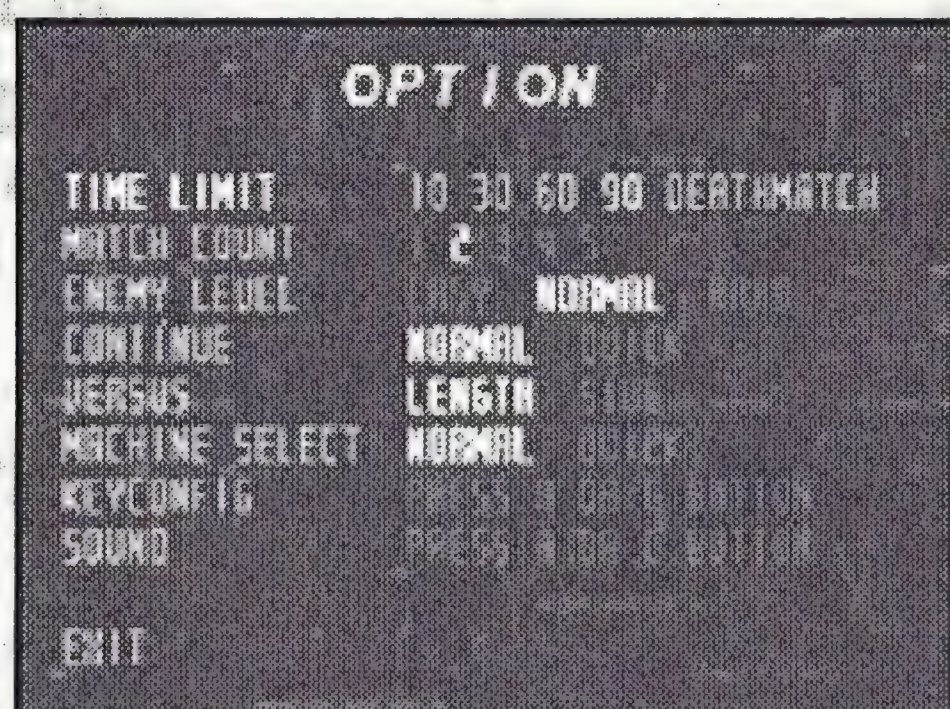
Records allows you to check the best times, versus records, rankings and favorite machines for all the gameplay modes (see page 18).

### OPTIONS

Options lets you re-configure various aspects of gameplay, sample the game's audio effects and re-assign Control Pad and Twin Stick functions (see pages 10-11).



# VIRTUAL ON



• Highlight options	Control Pad Twin Stick	Press the D-Pad UP/DOWN Toggle either Stick UP/DOWN
• Change options	Control Pad Twin Stick	Press the D-Pad LEFT/RIGHT Toggle either Stick LEFT/RIGHT
• Enter sub-screen	Control Pad Twin Stick	Press Button A or C Press either trigger or Button L or R
• EXIT	Control Pad  Twin Stick	Press Start or select EXIT and press Button A, C or Start Press Start or select EXIT and press any button

## Time Limit

Choose from 10, 30, 60 or 90 seconds for the duration of each battle. Or choose DEATHMATCH for no time limit.

## Match Count

Set the number of wins needed to decide a stage. Choose from 1 – 5 wins.

## Enemy Level

Define the difficulty level of the computer-controlled machines in Arcade Mode play. Select EASY, NORMAL or HARD.

## Continue

Select NORMAL for the default Continue sequence, or QUICK for a faster return to gameplay (see page 13).

## Versus

Determine the screen display for Versus Mode battles. Select VERTICAL for side-by-side displays, or HORIZONTAL for top-and-bottom output (see pages 15-16).

## Machine Select

Select NORMAL for the default Machine Select screen in Versus Mode play, or QUICK for a special Versus Mode options display (see page 14).



## Key Config

Choose from five pre-set Control Pad configurations, a special array for the Twin Stick, or CHANGE the Control Pad to suit your style of play. (See below.)

## Sound

Select STEREO or MONAURAL for the game's sound output, or load and sample the sound effects for any of the *Virtual On* screens and machines.

## Exit

Press Button A or C (or any Twin Stick button) to return to the Mode Select screen.

## KEY CONFIG

The Key Config sub-screen of Options automatically displays the current Control Type selected for each Control Port. You can select from six pre-set configurations — five for the Control Pad, one for the Twin Stick — or edit the button functions on the Control Pad to suit your combat style. You cannot edit the Stick configuration.

• Select Device Types	Control Pad Twin Stick*	Press the D-Pad LEFT/RIGHT Toggle either Stick LEFT/RIGHT
• Highlight options	Control Pad Twin Stick*	Press the D-Pad UP/DOWN Toggle either Stick UP/DOWN
• Enter selections	Control Pad Twin Stick*	Press Button A or C Press either trigger or Button L or R

To select a pre-set configuration, scroll through the types until the Control Type you wish to use appears. Press Start to return to the main Options screen. To make changes to a pre-set configuration, select CHANGE from the options list below the Control Type name. The Edit screen appears. Make changes to the button commands by switching their positions on the Control Pad on-screen. Press the D-Pad in any direction to highlight the button function you wish to re-assign, and press Button A or C to select. Then highlight the command you want to replace it with, and press Button A or C again to switch their positions. Press Start when you have finished editing the button commands to return to the Key Config selections screen. Press Start or highlight EXIT in the Key Config selection screen and press Button A or C to return to the main Options screen.

**\*NOTE:** There may be inconsistencies in the input functions when using the Twin Stick in the Key Config sub-screen. It is recommended that you use the Control Pad when editing command configurations.



## ARCADE MODE

### MACHINE SELECT

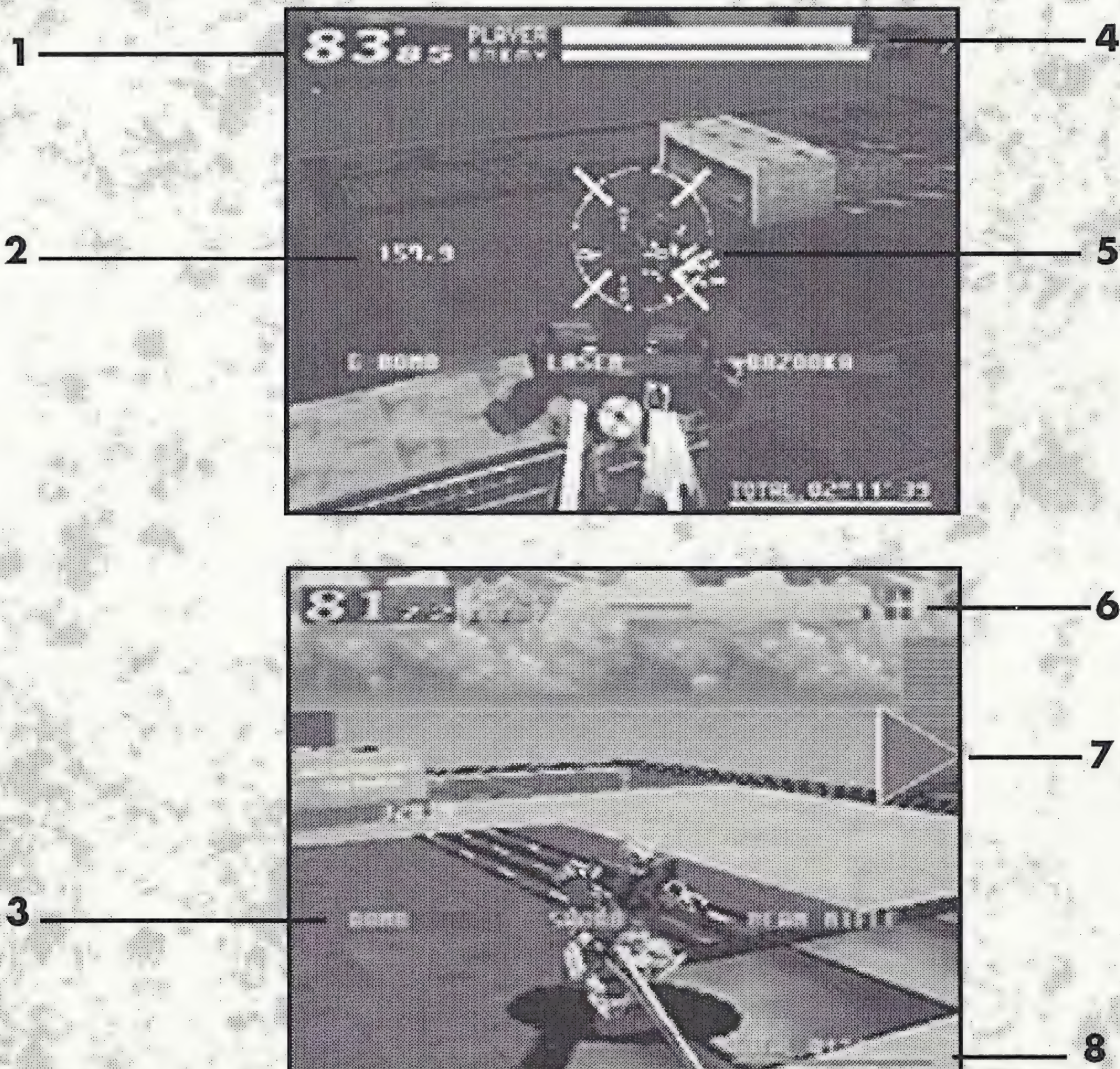
The Machine Select screen appears once you enter Arcade Mode. You have 20 seconds to select a machine. If you don't enter a selection before the timer expires, the highlighted machine is automatically selected.

• Highlight machines	Control Pad Twin Stick	Press the D-Pad LEFT/RIGHT Toggle either Stick LEFT/RIGHT
• Select machine	Control Pad Twin Stick	Press Button A, C, L, R or Start Press either trigger or Start

Once you select a machine, it will automatically take off for the first simulation stage. The screen fills with static as you pass into the neural control environment.

**NOTE:** For Arcade Mode play, be sure that the control device connected to Control Port 1 is set to the desired Control Type in the Key Config sub-screen of Options (see page 11).

### SCREEN DISPLAYS





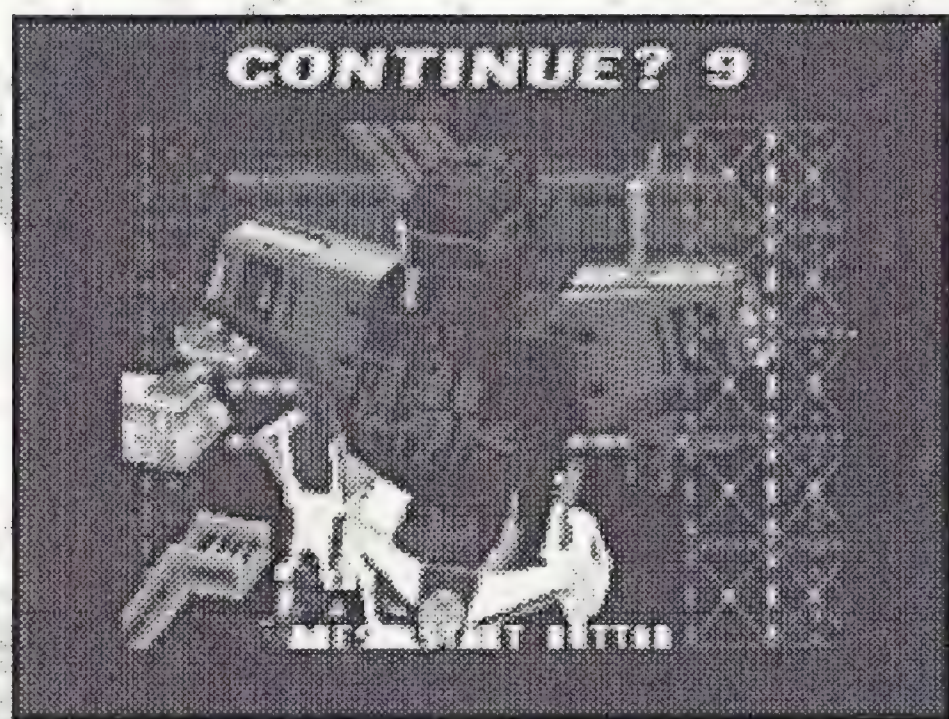
# VIRTUAL ON

- 1 Time Remaining** Displays the amount of time left in the battle round.
- 2 Distance** Shows the distance to the enemy machine.
- 3 Weapon Gauges** Display the status of the Left, Center and Right Weapons for the player's machine. A blue gauge indicates the weapon can be used. A red gauge indicates the weapon is currently recharging and cannot be used.
- 4 Energy Gauge** Shows the energy remaining for each machine. The upper gauge displays the energy for Player 1, the lower gauge displays the energy for the computer-controlled machine.
- 5 Sight** Appears when the enemy machine is targeted. The sight normally appears with a blue border. The border turns red when you are in hand-to-hand attack range.
- 6 Wins** Shows the number of wins for each machine in the current stage.
- 7 Direction Arrow** Appears when the enemy machine is off-screen. The arrow indicates the area of the battleground the enemy is in.
- 8 Total Time** Shows the total amount of gameplay time from Stage 1 to the current stage.

## BATTLE RULES

Both machines begin each round of battle with a full Energy Gauge. The first machine to reduce the other's gauge to zero is the winner of the round. Alternately, if time expires, the machine with the higher remaining energy at the end of the round is the winner.

## GAME OVER/CONTINUE



When you fail to clear a stage in Arcade Mode, you can choose to continue from the beginning of that stage. After losing a stage, a continue sequence begins, according to the currently selected Continue type in Options.

The NORMAL continue sequence features an initial screen with gameplay advice and a CONTINUE? prompt. To continue, press Start before the timer expires. If you opt to continue, the Machine Select screen appears, allowing you to choose the same machine you were using when you lost the stage, or try a new machine against your last enemy.

The QUICK continue sequence displays a CONTINUE? prompt and countdown timer. Press Start before the timer expires to return directly to the beginning of the stage you failed to clear. You can continue an unlimited number of times in Arcade Mode.



## NAME ENTRY

When you clear all the stages in Arcade Mode in a record time, the Name Entry screen appears. Enter your initials before the timer expires. Select [←] to delete the previous character, and [END] to finish entering your initials. The Best Time records are automatically saved in the internal RAM.

- |                        |                           |  |
|------------------------|---------------------------|--|
| • Highlight characters | Control Pad<br>Twin Stick | Press the D-Pad LEFT/RIGHT<br>Toggle either Stick LEFT/RIGHT |
| • Select characters    | Control Pad<br>Twin Stick | Press Button A, C or Start<br>Press either trigger           |

## VERSUS MODE

A Machine Select screen appears when you enter Versus Mode.

- |                      |                           |   |
|----------------------|---------------------------|---|
| • Highlight machines | Control Pad<br>Twin Stick | Press the D-Pad LEFT/RIGHT<br>Toggle either Stick LEFT/RIGHT      |
| • Select machine     | Control Pad<br>Twin Stick | Press Button A, C, L, R or Start<br>Press either trigger or Start |

There are two Machine Select screen types, which can be selected in the Machine Select section of Options (see page 10).

The NORMAL Machine Select screen allows both players to choose machines to play against each other. Both players can select the same machine.

The QUICK Machine Select screen allows both players to select machines as in the NORMAL type (above), as well as to adjust certain optional features of Versus Mode play.

- |                     |                           |  |
|---------------------|---------------------------|--|
| • Highlight options | Control Pad<br>Twin Stick | Press the D-Pad UP/DOWN<br>Toggle either Stick UP/DOWN       |
| • Change options    | Control Pad<br>Twin Stick | Press the D-Pad LEFT/RIGHT<br>Toggle either Stick LEFT/RIGHT |

### Key Type

Select or edit the control device button functions for both players, as in the Key Config sub-screen of Options (see page 11).



# VIRTUAL ON

## Handicap

Set a handicap for either player. The greater the number of stars, the stronger that player's machine becomes.

## Stage

Choose the stage you want to hold your battle in, or select AUTO to have the computer select a stage at random.

## Time Limit

Choose from 10, 30, 60 or 90 seconds for the duration of each round of combat. Or select DEATHMATCH for no time limit.

## Match Point

Set the number of wins needed to decide each Versus Mode stage. Choose 1 – 5 wins.

**NOTE:** You must have control devices connected in both Control Ports in order to play in Versus Mode. Be sure that the Control Types for both devices are correctly configured in the Key Config sub-screen of Options (see page 11).

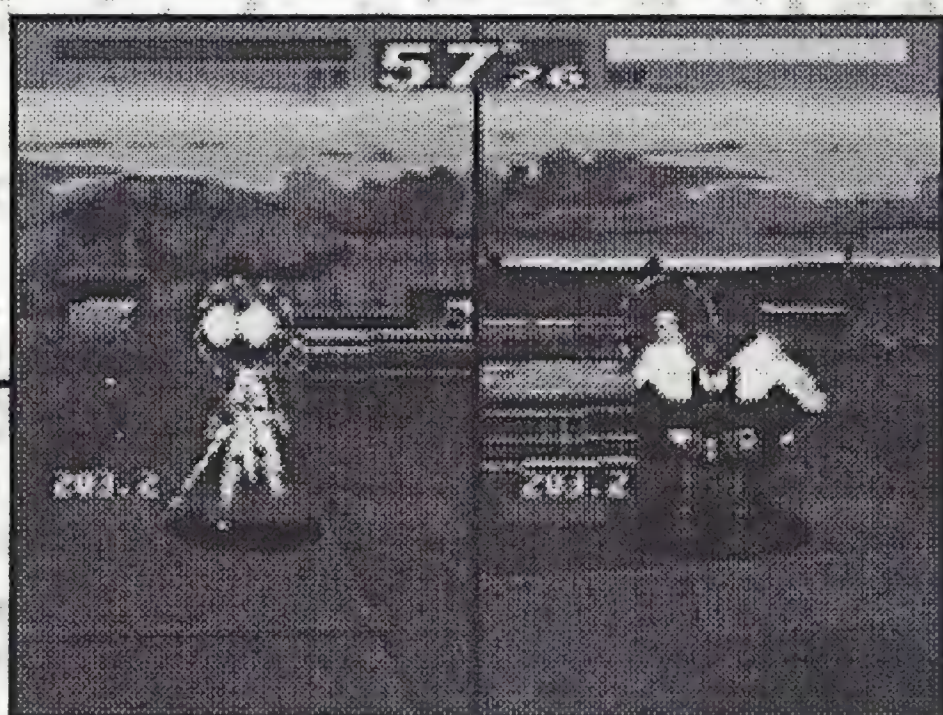
## VERSUS MODE SCREEN DISPLAYS

Versus Mode features split-screen display formats allowing both players to view the battle in first-person perspective. There are two screen display types available for Versus Mode play. (See Options, page 10, for information on how to set the screen display type.)

The VERTICAL screen display shows Player 1's view on the left side of the screen and Player 2's view on the right. The HORIZONTAL screen display shows Player 1's view on the upper half of the screen and Player 2's view on the bottom half.

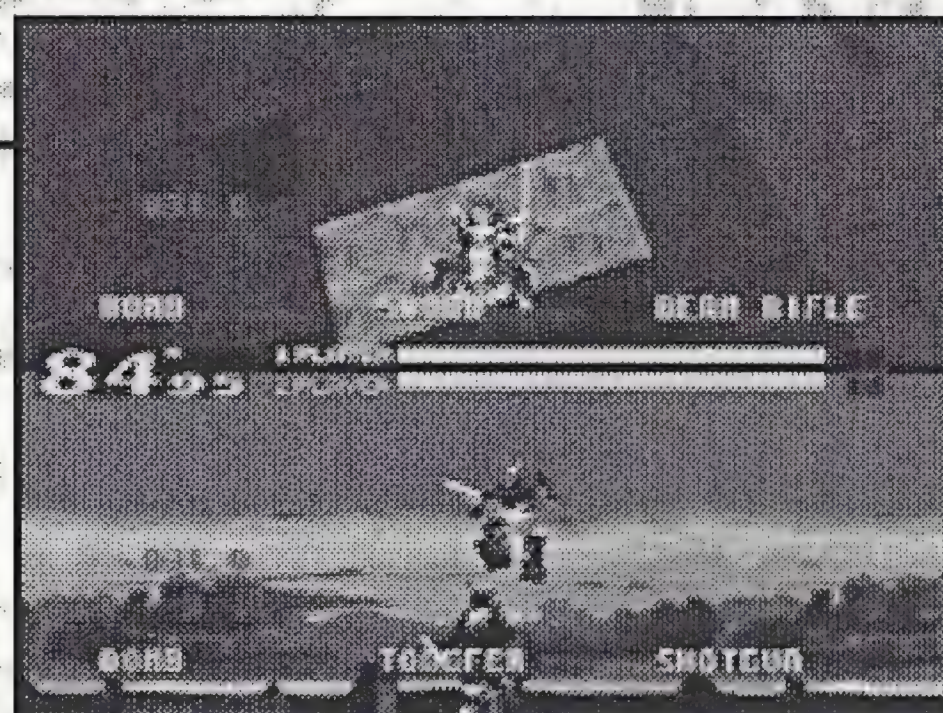
### VERTICAL

Player 1



Player 2

Player 1



### HORIZONTAL

Player 2

After the end of every Versus Mode match, the Machine Select screen appears, allowing both players to select machines to use in their next confrontation.



## SAVE GAME DATA

You can save a video record of any Arcade or Versus Mode battle round. After the round is over, during the replay sequence, press Control Pad Buttons L and R simultaneously (or press Button L and the Left Trigger on the Twin Stick). The Save menu appears. You can opt to save the record into the Sega Saturn internal RAM or the Sega Saturn Backup™ cartridge (sold separately) if you have one connected to your Saturn. If you don't want to save the record, select DON'T SAVE at the bottom of the menu. To make selections from the Save menu:

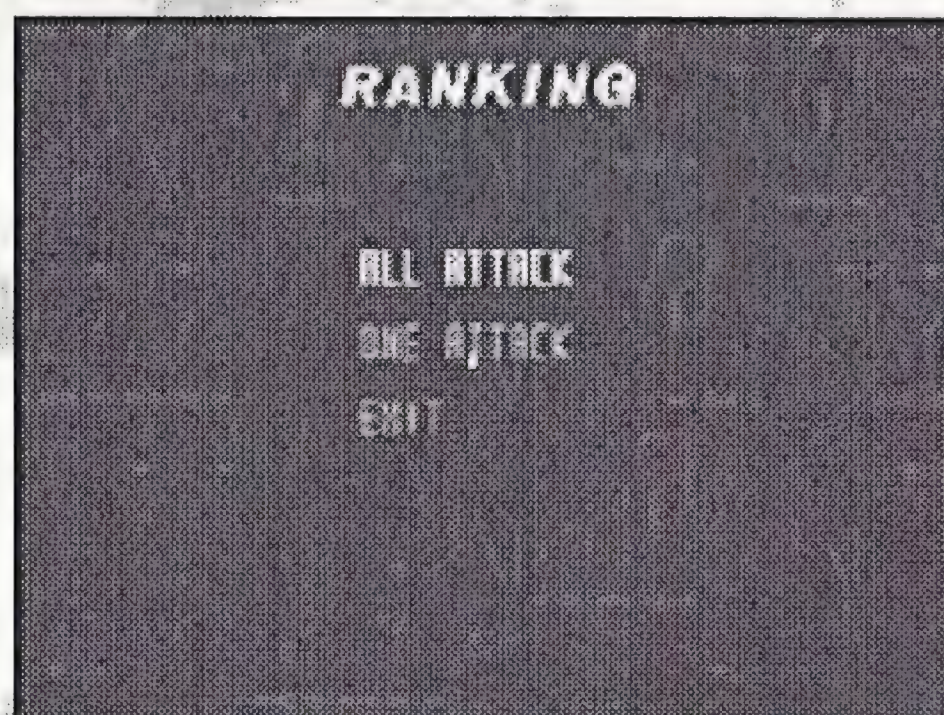
- |                        |                           |  |
|------------------------|---------------------------|--|
| • Highlight selections | Control Pad<br>Twin Stick | Press the D-Pad UP/DOWN<br>Toggle either Stick UP/DOWN       |
| • Enter selections     | Control Pad<br>Twin Stick | Press Button A or C<br>Press either trigger or Button L or R |

You can watch the video records of your matches in Replay Mode (see page 17). Saved records can be deleted in Replay Mode or the Memory Manager section of the Sega Saturn System Settings menu. (See your Sega Saturn Instruction Manual for details on how to delete game records.)

## RANKING MODE

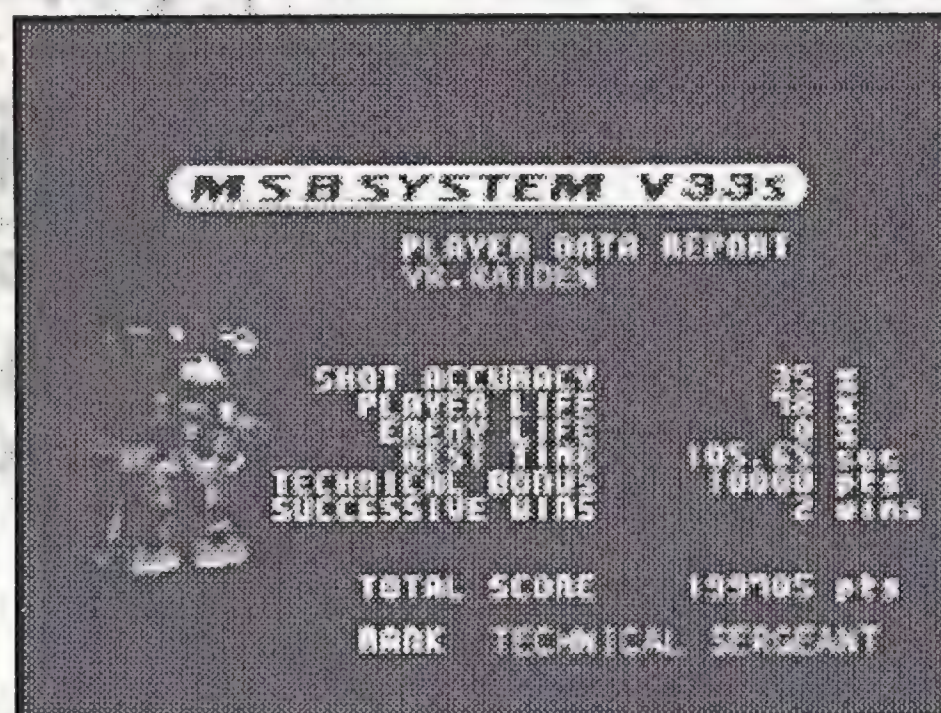
Ranking Mode (for one-player only) allows you to test your virtual combat skills against computer-controlled opponents. You receive a rating of your ability and a rank based on your performance at the end of the game.

Once you enter Ranking Mode, a menu screen appears. Choose ALL ATTACK to face each *Virtual On* machine in order, or ONE ATTACK for a one-stage only simulation battle. Make selections from the Ranking Mode menu as in the SAVE menu above. When you select ALL ATTACK, the Machine Select screen appears. When you choose ONE ATTACK, the Stage Select screen (allowing you to choose your opponent) appears, followed by the Machine Select screen. Make selections in the Stage and Machine screens as in the Arcade Mode Machine Select screen (see page 12).





After every completed stage in Ranking Mode, an assessment of your performance for that stage appears on-screen. Your performance is rated based on the following criteria:



## Shot Accuracy Player Life

The percentage of shots which hit their target.  
The average percentage of energy remaining in your machine's Energy Gauge at the end of each round.

## Enemy Life

The average percentage of energy remaining in the enemy's Energy Gauge at the end of each round.

## Rest Time

The total amount of time remaining at the end of all rounds.

## Technical Bonus

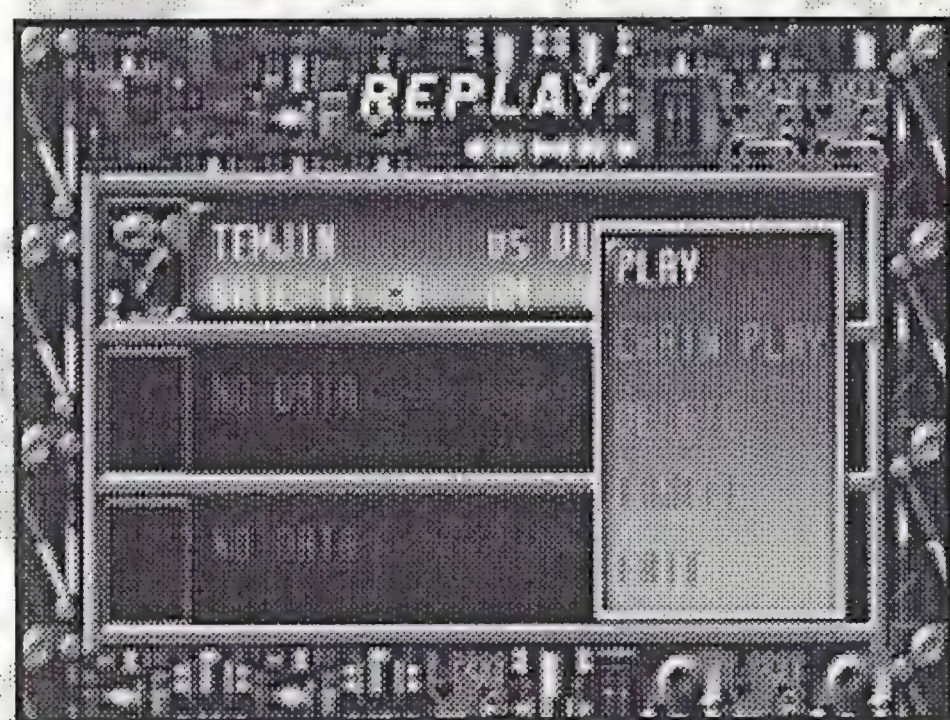
A bonus based on the type of attack used to win a round of combat.

## Successive Wins

A bonus given for undefeated streaks.

You do not receive a performance assessment if you fail to clear the first stage of Ranking Mode combat. When you fail to clear a stage, or if you successfully clear all stages in ALL ATTACK play; or when you complete the one-stage battle in ONE ATTACK, the game ends. You cannot continue a Ranking Mode game. At the end of the game, you are assigned a rank (from Beginner [1] to General [7]) based on your cumulative performance. The results of Ranking Mode play are automatically saved in the Sega Saturn internal RAM, and can be accessed in the Ranking Records screen of Records (see page 18).

## REPLAY MODE



Replay Mode lets you watch the video records of Arcade and Versus Mode battles you have previously saved. Press Control Pad Button A, B, C or Start or any button or trigger on the Twin Stick to bring up the Replay Mode menu. Make selections from the menu as with the Save Game Data menu (see page 16). Select:

### Play

To watch the selected video record.

### Play All

To watch every video record in order beginning with the selected record.

### Delete

To remove the video record from the Sega Saturn internal RAM or Backup cartridge.

### Cancel

To close the Replay Mode menu.

### Exit

To return to the Mode Select screen.

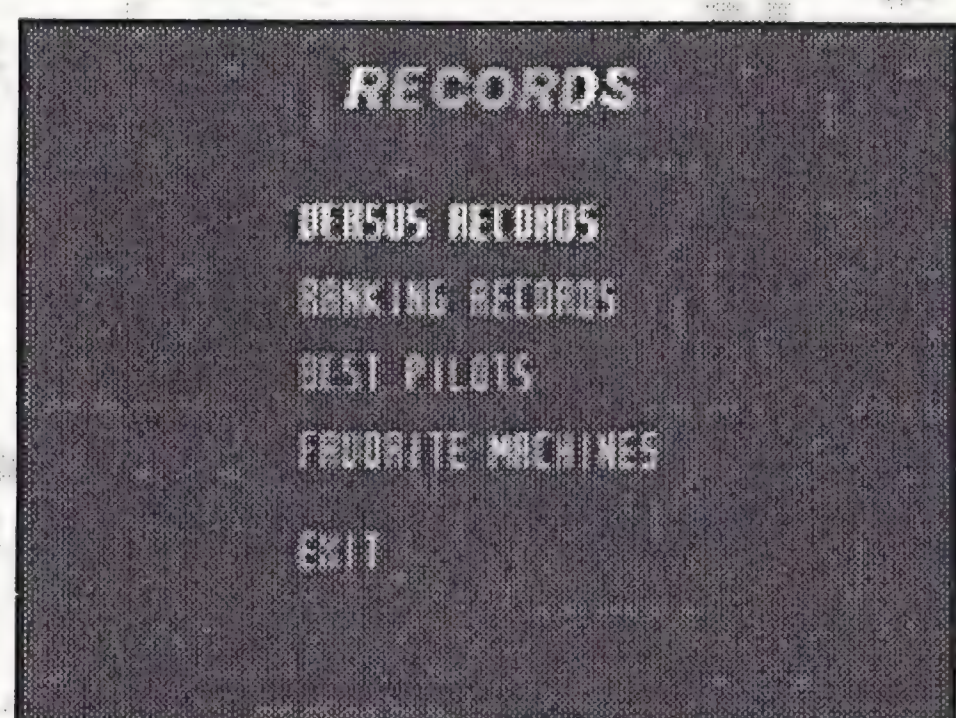


# VIRTUAL ON

When you select PLAY or PLAY ALL, the video record begins replaying. Press Start to pause the video. When you pause a Replay match, the Pause menu appears. Make selections from the menu as with the Save Game Data menu (see page 16). Select:

- |                 |   |
|-----------------|---|
| <b>Continue</b> | To keep playing the video from the point where you paused.  |
| <b>Restart</b>  | To watch the video again from the beginning.  |
| <b>Rematch</b>  | To re-enter the match at the point you paused and fight it out again in the original gameplay mode. (Versus Mode records are replayed as two-player games.) |
| <b>Exit</b>     | To return to the Replay Mode main screen.   |

## RECORDS



When you enter Records, the main menu appears. Make selections from the menu as with the Save menu (see page 16). Select:

- |                          |  |
|--------------------------|--|
| <b>Versus Records</b>    | To view the win-loss records for each machine and player in Versus Mode play.                              |
| <b>Ranking Records</b>   | To see the best scores and ranks for all the machines in both All ATTACK and ONE ATTACK Ranking Mode play. |
| <b>Best Pilot</b>        | To see the top times for clearing all stages in Arcade mode.   |
| <b>Favorite Machines</b> | to list the machines in order of how frequently they have been used in all modes of play.                  |

Records are automatically updated and saved in the Sega Saturn internal RAM. Records can be deleted in the Memory Manager section of your Saturn System Settings menu. (See your Sega Saturn Instruction Manual for information on how to delete game records.)

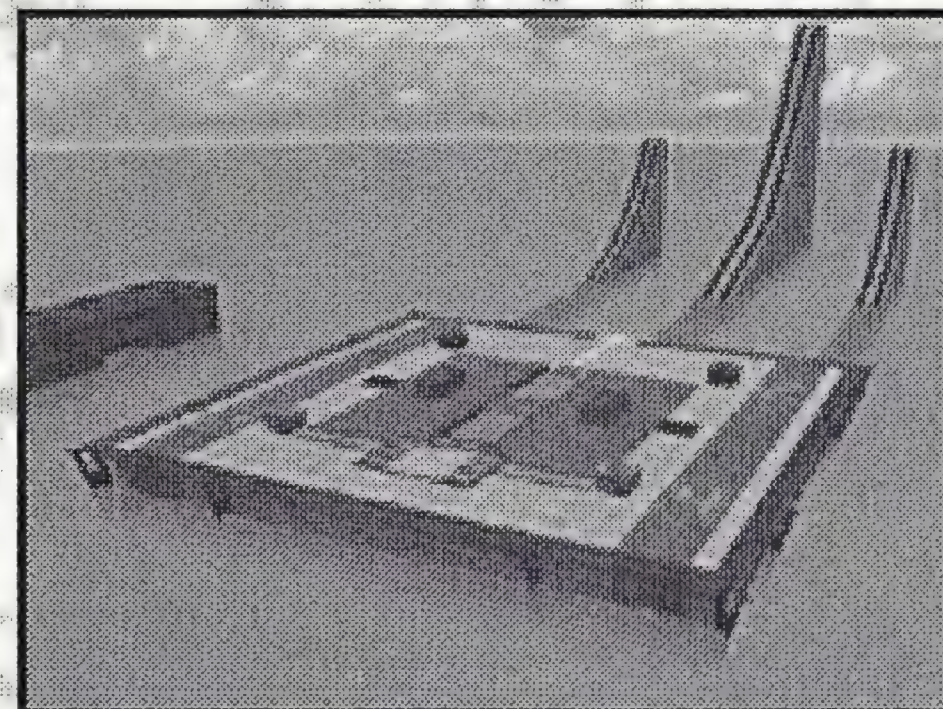
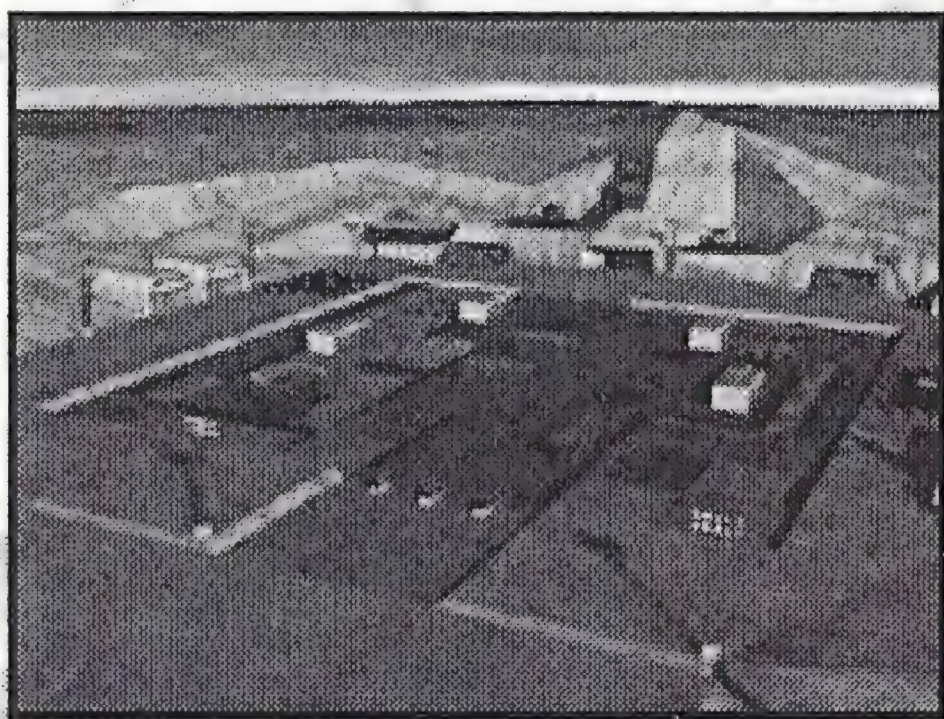


## STAGES

### SIMULATION

#### FLOODED CITY

There are few obstacles to hide behind in this stage, so high-speed maneuvers and flying attacks will produce winning results.



#### AIRPORT

Put your machine through its paces in search-and-destroy mode. Strategically placed buildings give cover to both sides of the conflict. Try staking out the high ground to launch attacks against the enemy below.



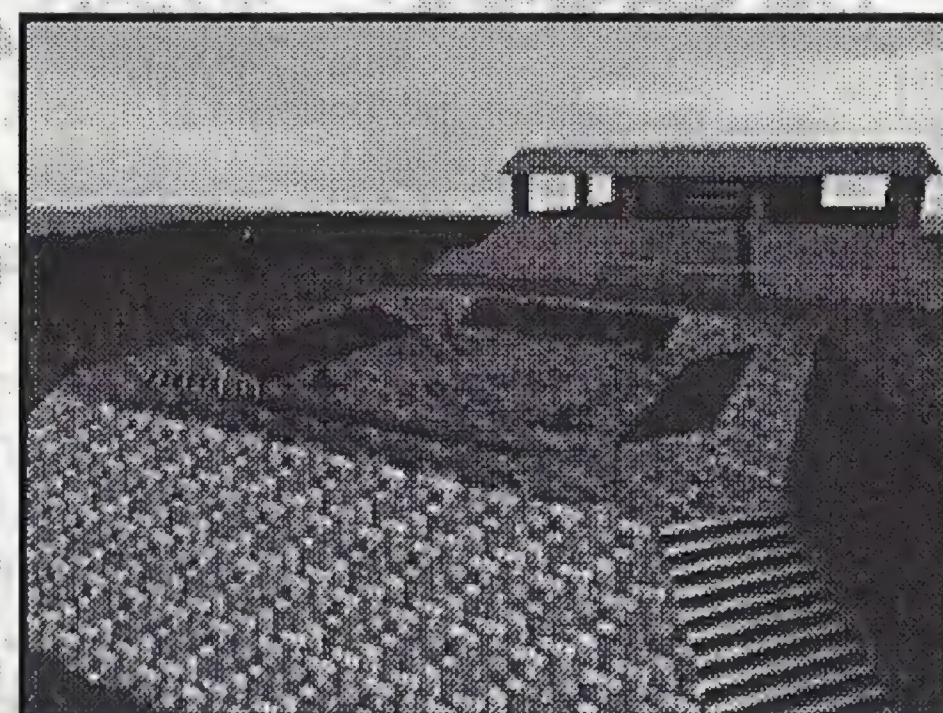
#### WATER FRONT

It's a game of cat and mouse in the city at dusk. Some of the obstacles here are too low to offer protection, so a highly mobile attack might be your best strategy.



#### GREEN HILLS

There's room to roam, but no place to hide in this 100% natural simulated battlefield. One point to remember — pine trees are not particularly effective cover against homing missiles or napalm.



#### RUINS

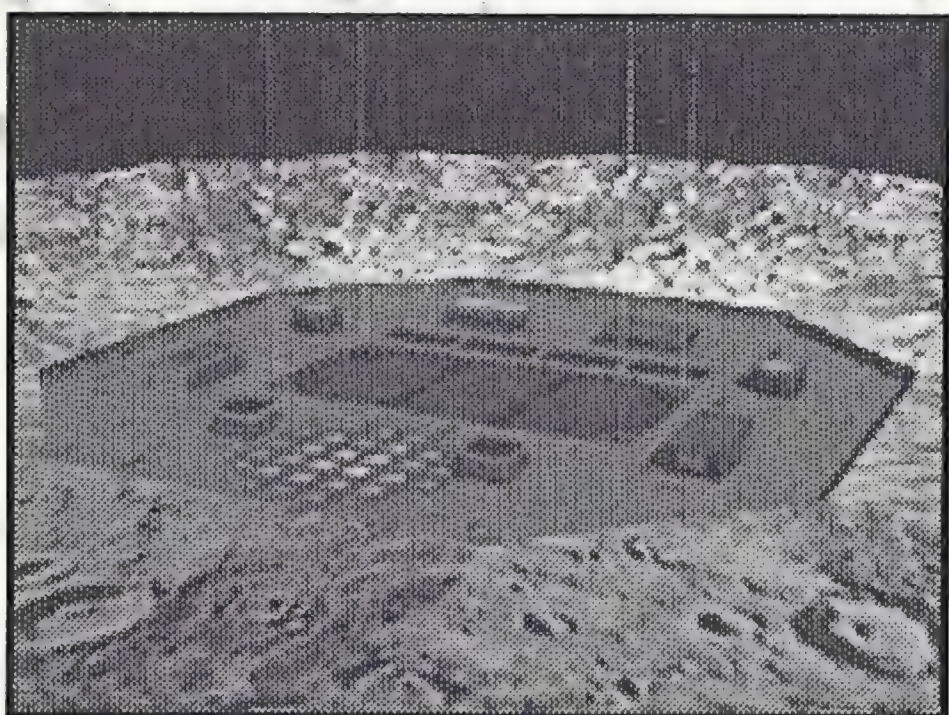
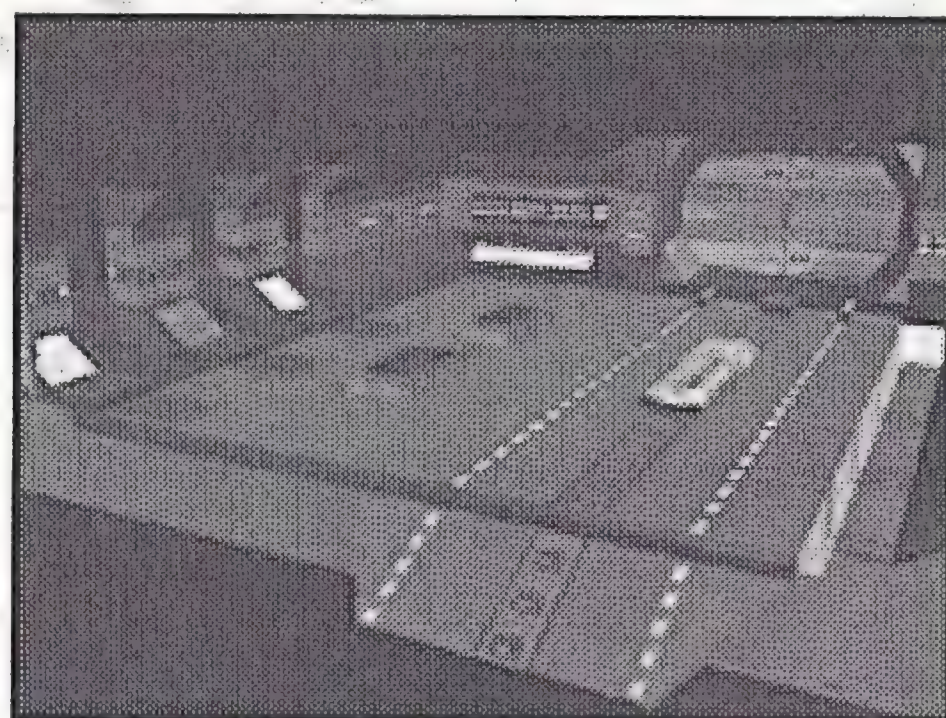
Virtual warfare with a sense of history. Re-enact great battles of yesteryear on the stage of this ancient amphitheater.



## REAL WAR

### SPACE DOCK

Mindshift out of training mode for your first encounter with a real enemy. There are impenetrable fortifications regularly spaced throughout the fighting area of this remote station orbiting the moon. And the difficulty level has made a quantum leap — these are real guns, live bombs. This is not a drill.

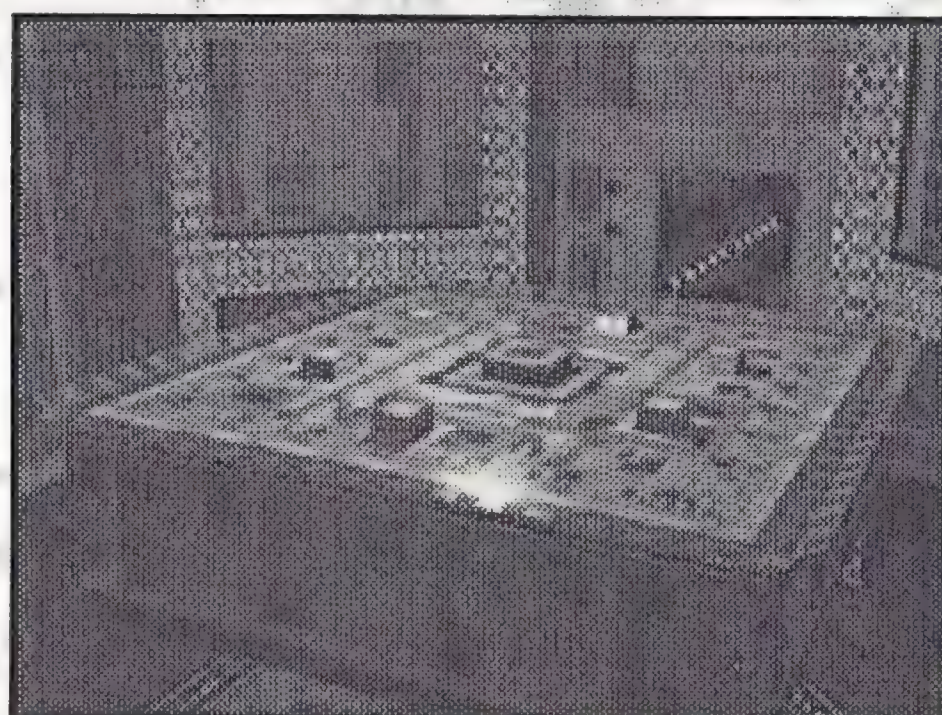


### MOON BASE

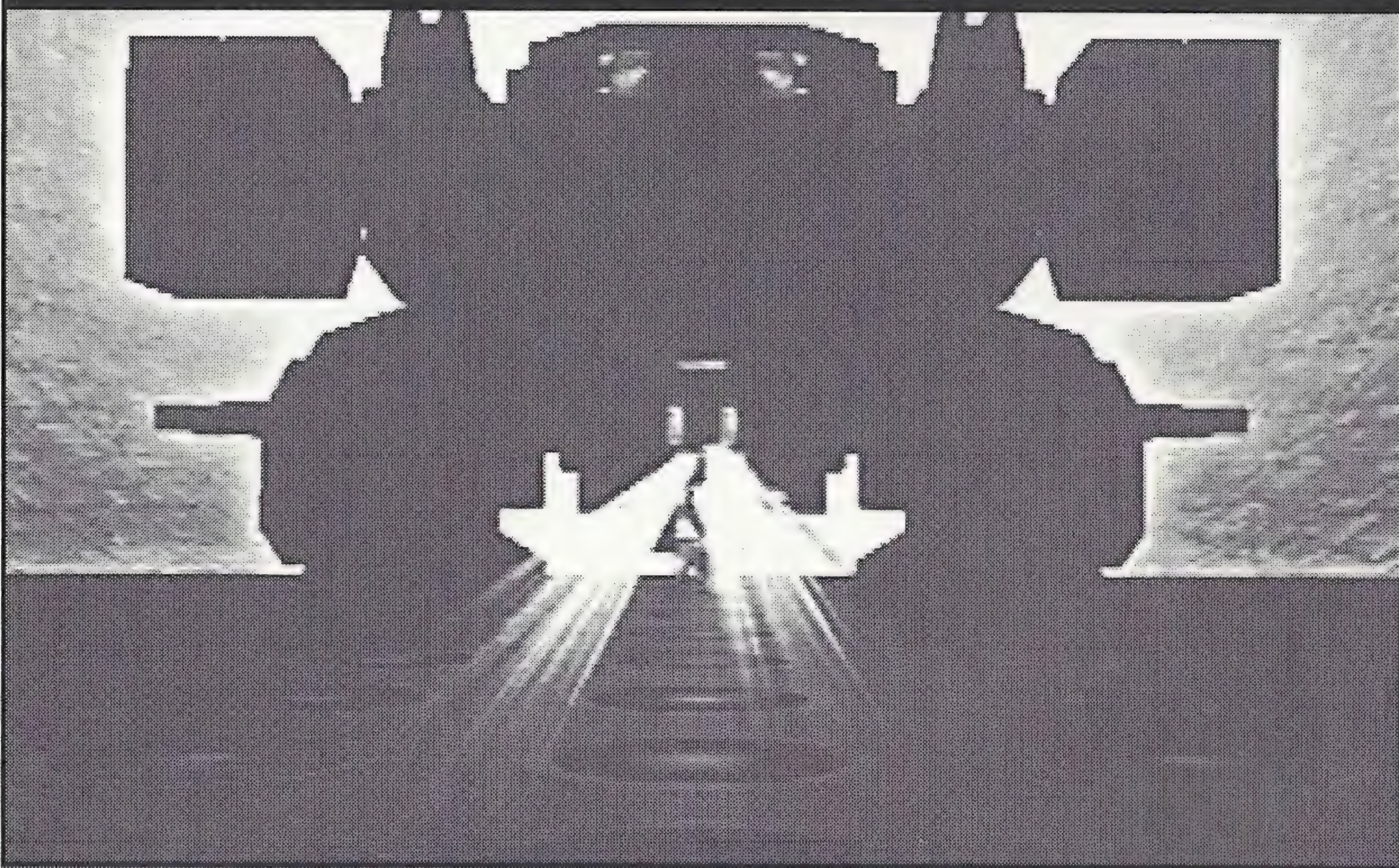
Set your pods on lunar soil for the first time. You'll need to use the barriers erected all along the perimeter of the base to dodge the enemy's relentless assault and return fire.

### DEATH TRAP

You'll have to put all the maneuvers and tactical skills you learned in simulation battles and live combat to get through this stage. There's plenty of cover to work with, so take your time and wear your enemy down.



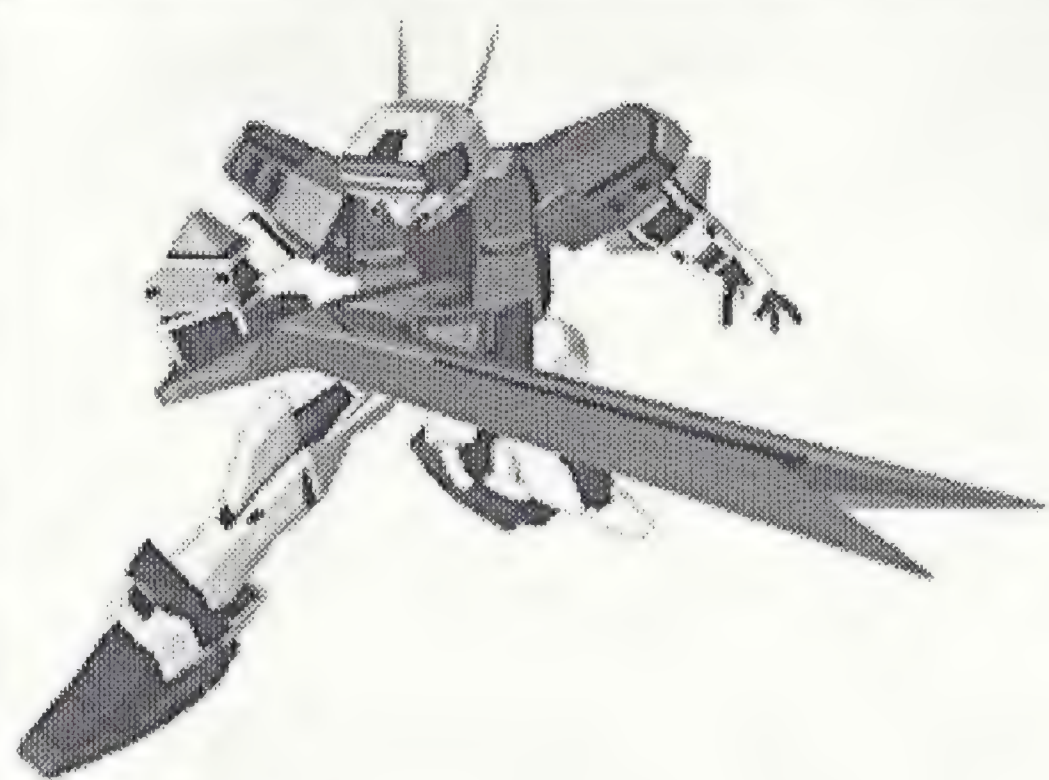
## NIRVANA





# VIRTUAL ON

## THE MACHINES



### **MBV-04-G TEMJIN**

The Temjin was the first prototype developed by the DN Group. This machine was made for stability and performance. An all-around fighting machine, what the Temjin might lack in advanced technologies, it makes up for with its reliability.

### **HBV-10-B DORKAS**

The product of early experimentation with a stronger armored structure, the Dorkas is built slower than other droids, but packs a heavier punch. The long-range and obstacle-clearing power of its hammer attack make it a particularly tough customer in broken-field arenas.

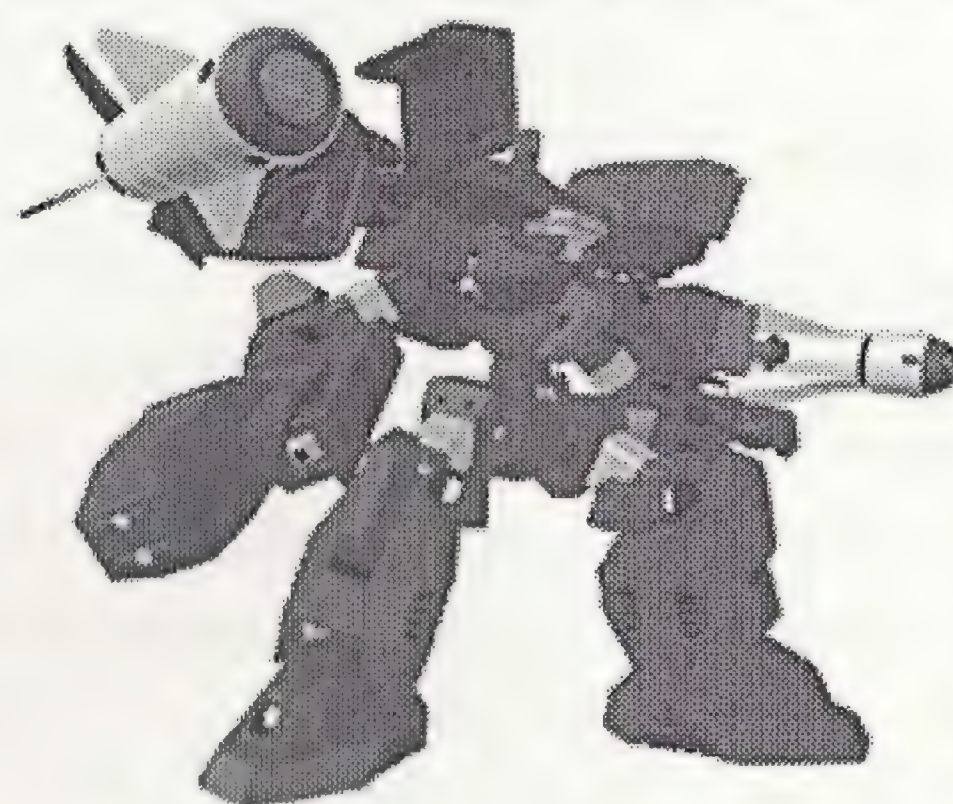


### **SRV-1-A FEI-YEN**

The Fei-Yen is the fastest of the DN Group droids, sleek and streamlined for high-speed maneuverability. The R&D team had to cut back on armor and heavy weapons, but the Fei-Yen is rumored to have a devastating secret attack system for last-ditch defense.

### **SAV-07-D BELGDOR**

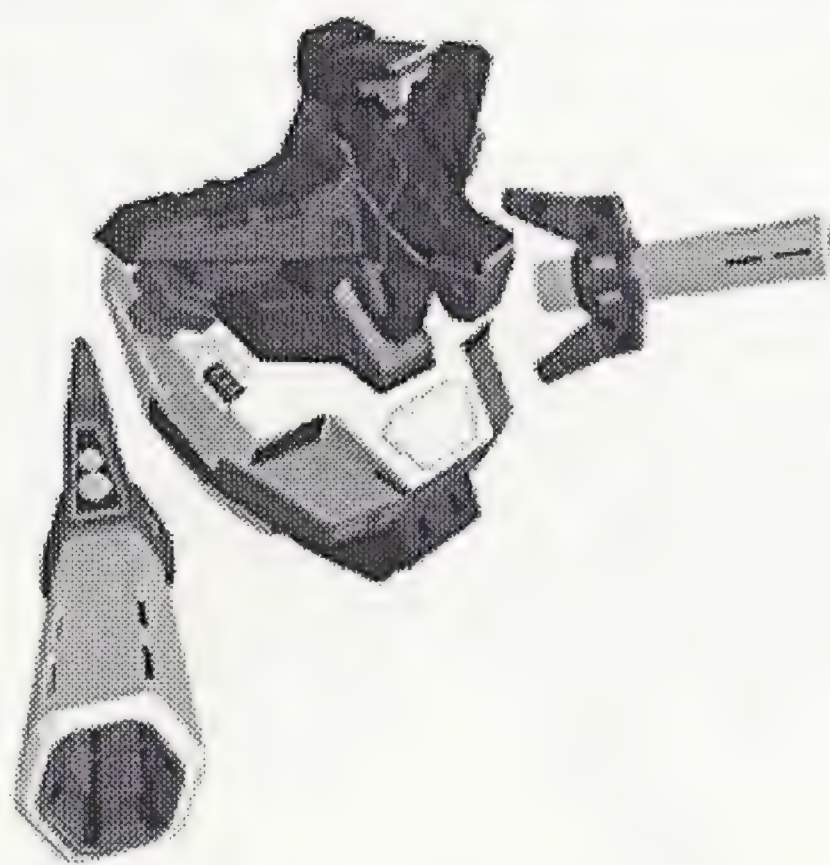
Based on the popular Raiden battle-droid, the Belgdor is a slightly more mobile variant with a formidable homing missile system. The Belgdor doesn't have the one-punch KO capability of a Dorkas or Raiden, but it beats them both in speed and jumping range.





## TRV-06K-H VIPER II

Developed for fast tactical deployment, Viper II extends the Temjin prototype to a new level of quickness and agility. Sacrifices were made in the Viper II armor and close-range arsenal, but most machines have trouble getting close enough to hit one.



## XBV-13-T11 BAL-BAS-BOW

The Bal-Bas-Bow was released well after the other DN Group battle-droids, and it represents a new direction in virtual warfare tech-droids. With longer sustained jumping power and next-generation smart guidance weapons systems, the Bal-Bas-Bow may be the newest stage in battle-droid evolution.

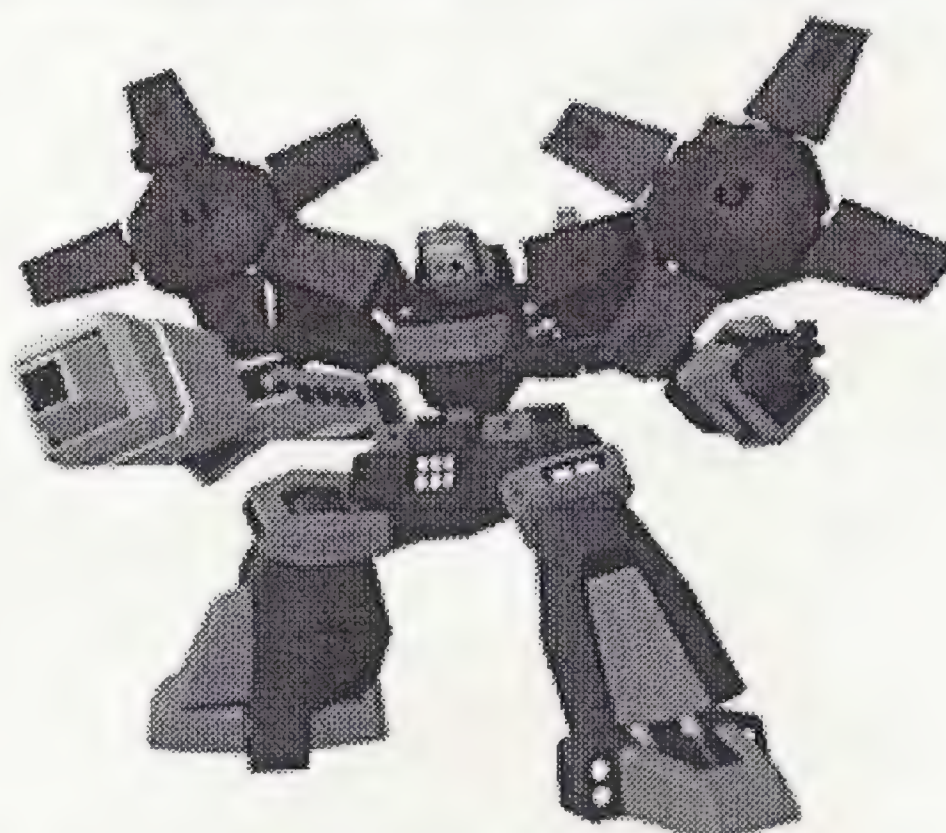


## MBV-09-C APHARMD

The Apharmd models are designed for use as guerrilla shock-troops, with a pair of beam tonfas especially suited for hand-to-hand combat. Turbo speed and sturdy armor make the Apharmd droid a force to be reckoned with on any battleground.

## HBV-05-E RAIDEN

Raiden droids are feared equally for their dual laser cannons and their strontium-alloy armor. If these machines have a weak point, it's a lack of speed and jumping ability, but they don't need to spend much time trying to get out of anything's way.





## CREDITS

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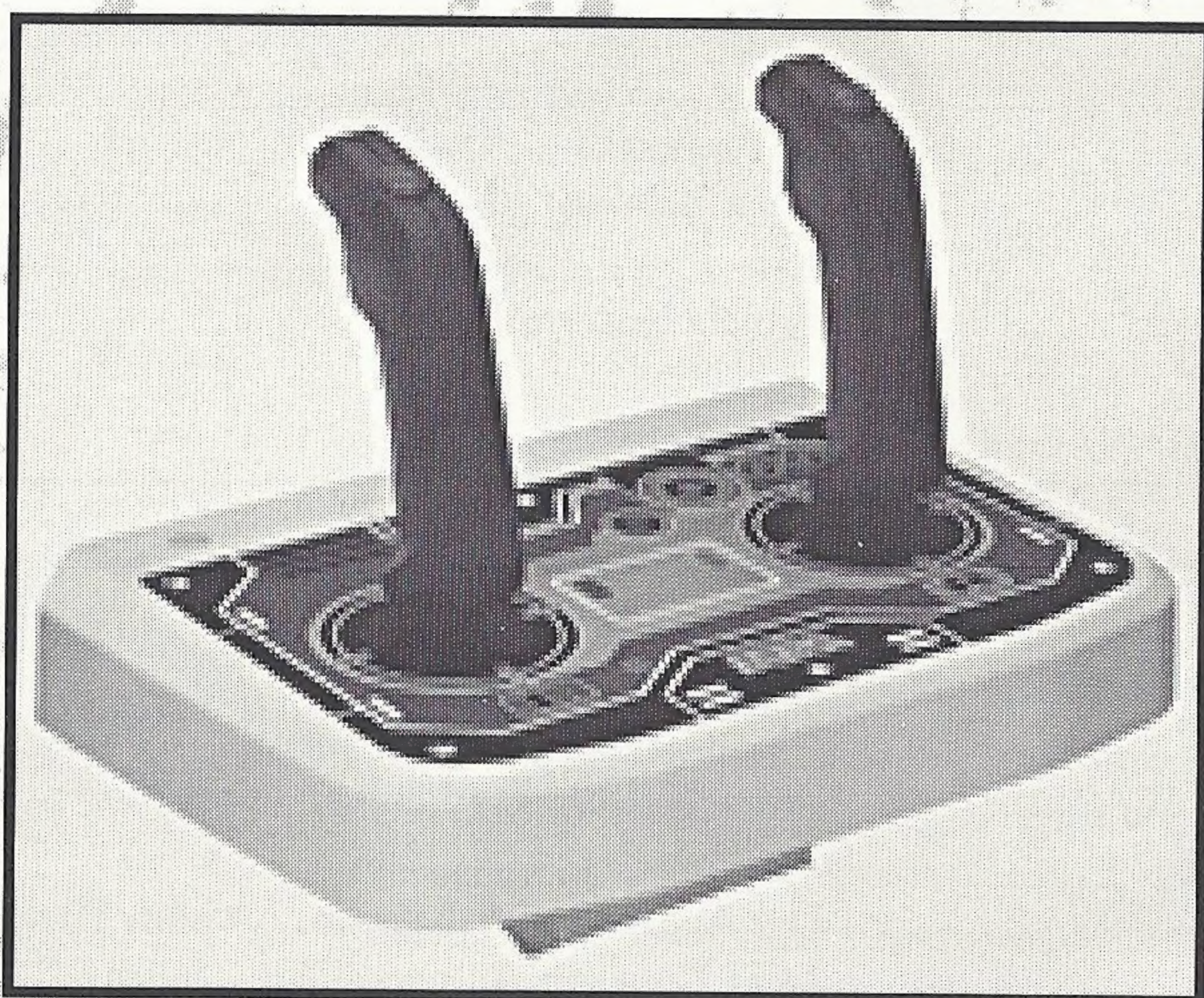
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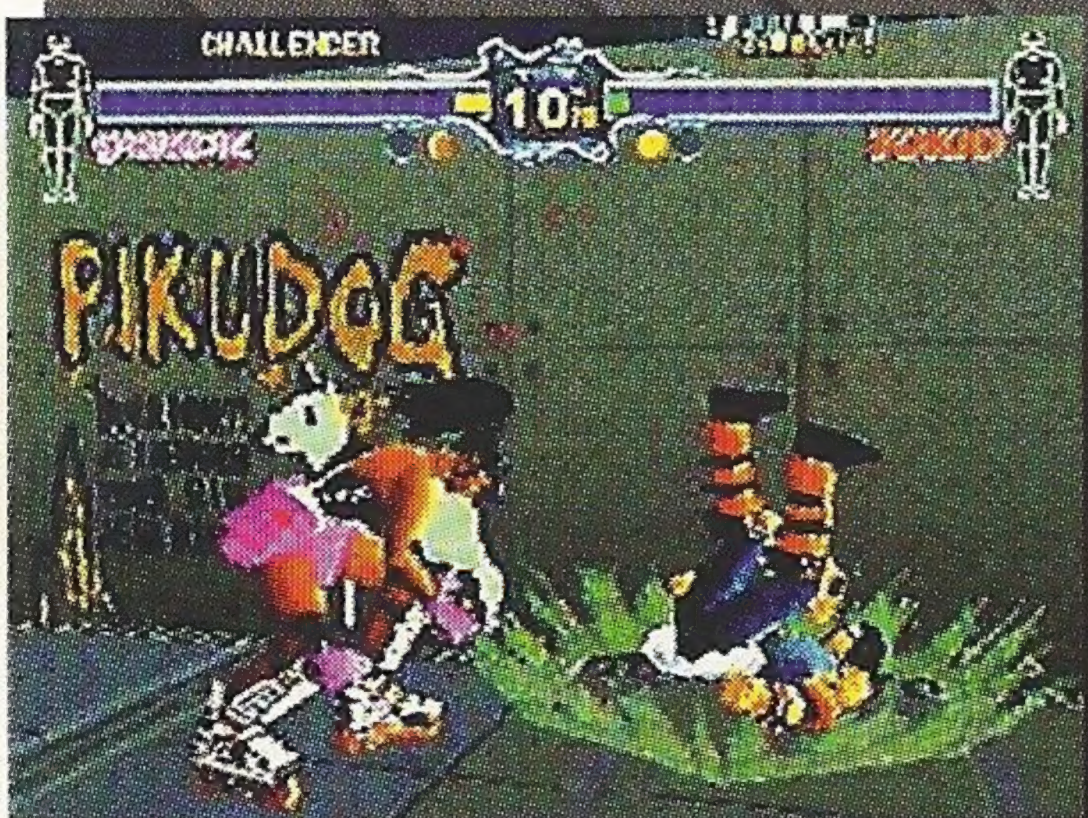
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